

ABSTRACT OF THE DISCLOSURE

An electronic apparatus includes a phone CPU and a game CPU. When a * key is operated during execution of a game, the phone CPU sets a specified bit of a game key register to "1". The phone CPU is set "1" into the specified bit when there is an incoming call of a phone during the execution of the game. The game CPU pauses the game being in execution when the specified bit is renewed to "1" and restores the specified bit from "1" to "0". When the * key is operated in a state the game is interrupted, the phone CPU sets "1" into the specified bit. The game CPU restarts the game by canceling the pause.